



The Vaktovian Empire

Port Maersk Callouts

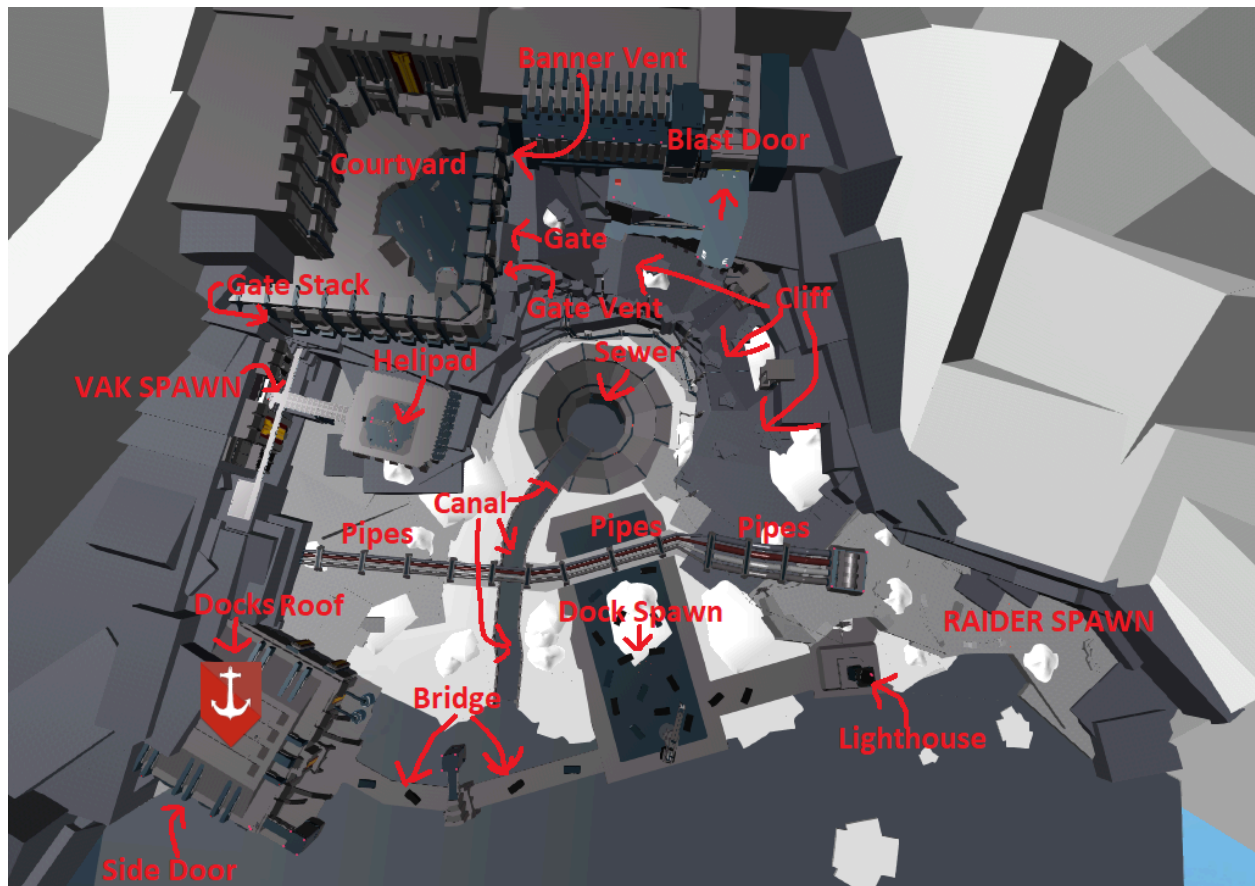
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Main Base



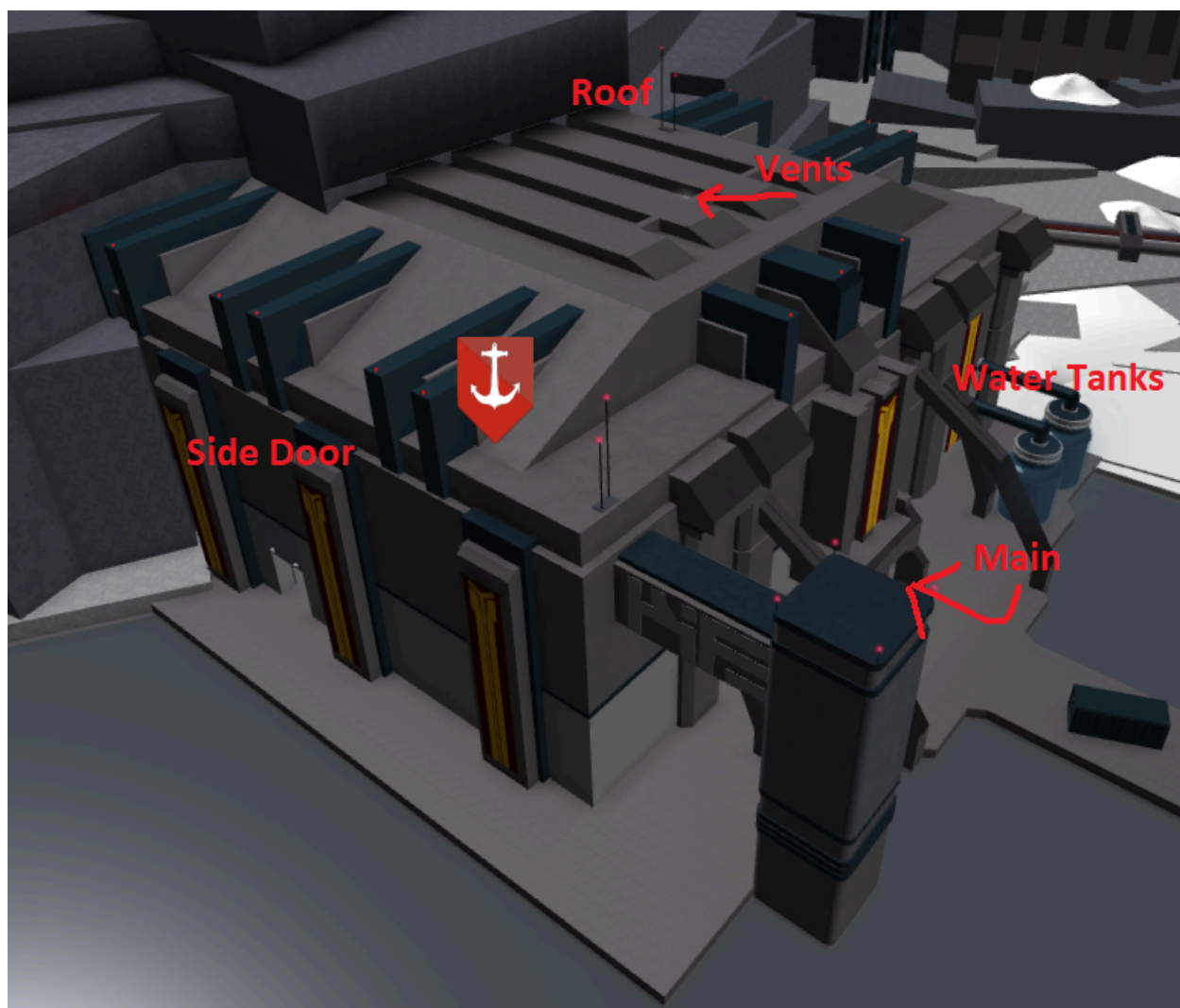
This highlights all callouts from a birds eye view. Many of these are VERY commonly used, so the knowledge of these are fundamental to any defense.



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Docks Building



Docks is the first capture point needed for the raiding of Port Maersk. Defenders commonly reinforce to roof and shoot down on any reinforcements heading into base via bridge. A popular mechanic is for raiders to reinforce when defenders drop into vents or side door.



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Inside Docks



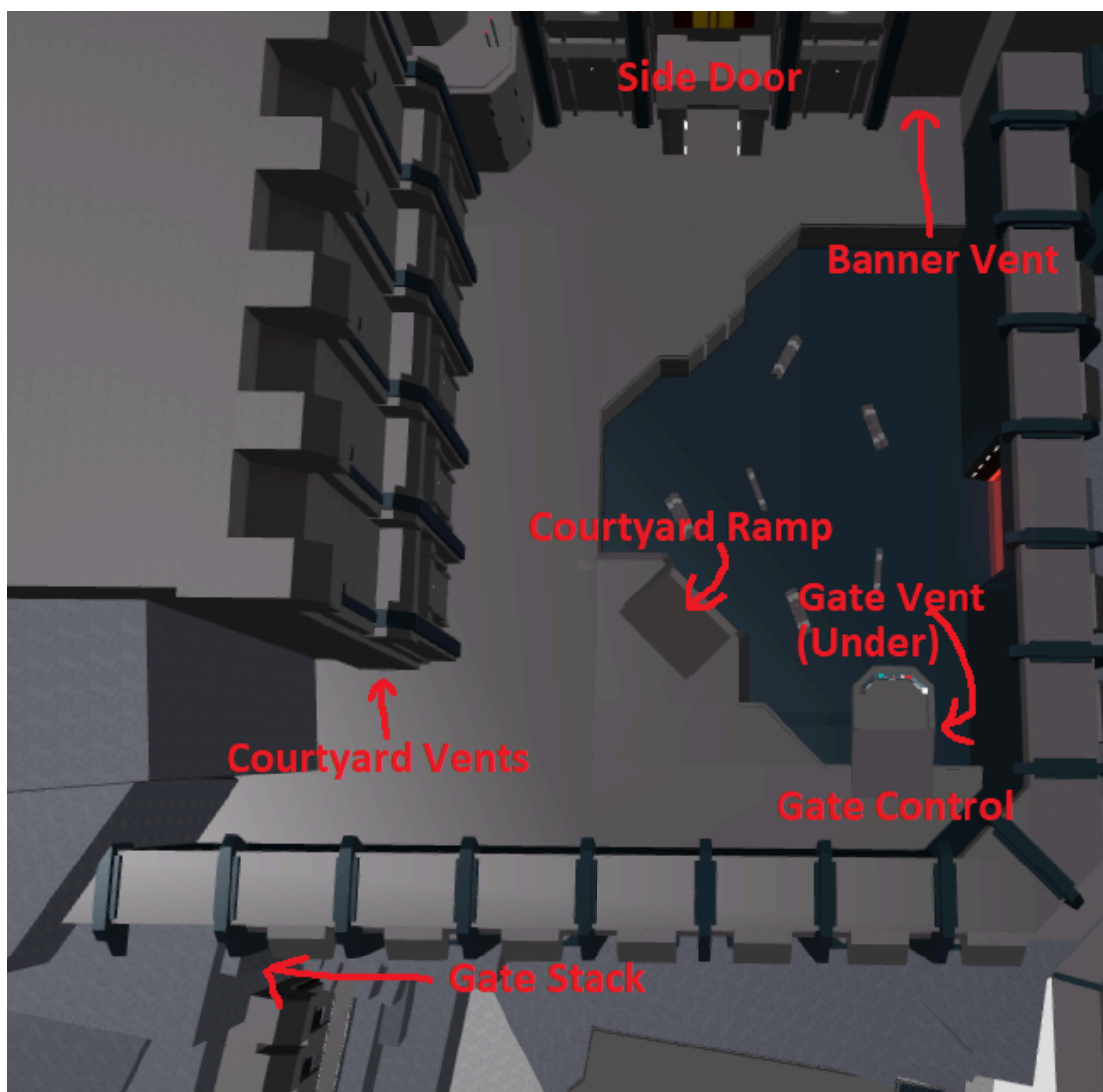
These drops are very important for any docks hold. Old vents, New vents, Main and Side Door are popular routes for any defenders to drop to break any vents the raiders have.



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Courtyard



Courtyard is the most popular way for defenders to reinforce on reactor phase. The defender team goes through gate stack to enter base. Raiders can commonly flank from gate or courtyard vents. When being side door held, defenders will commonly go to courtyard vents to circumvent this hold. Gate control opens gate, but this is seldomly used. Defenders will always reinforce side door, as it's the most common place for raiders to hold.



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Side Door



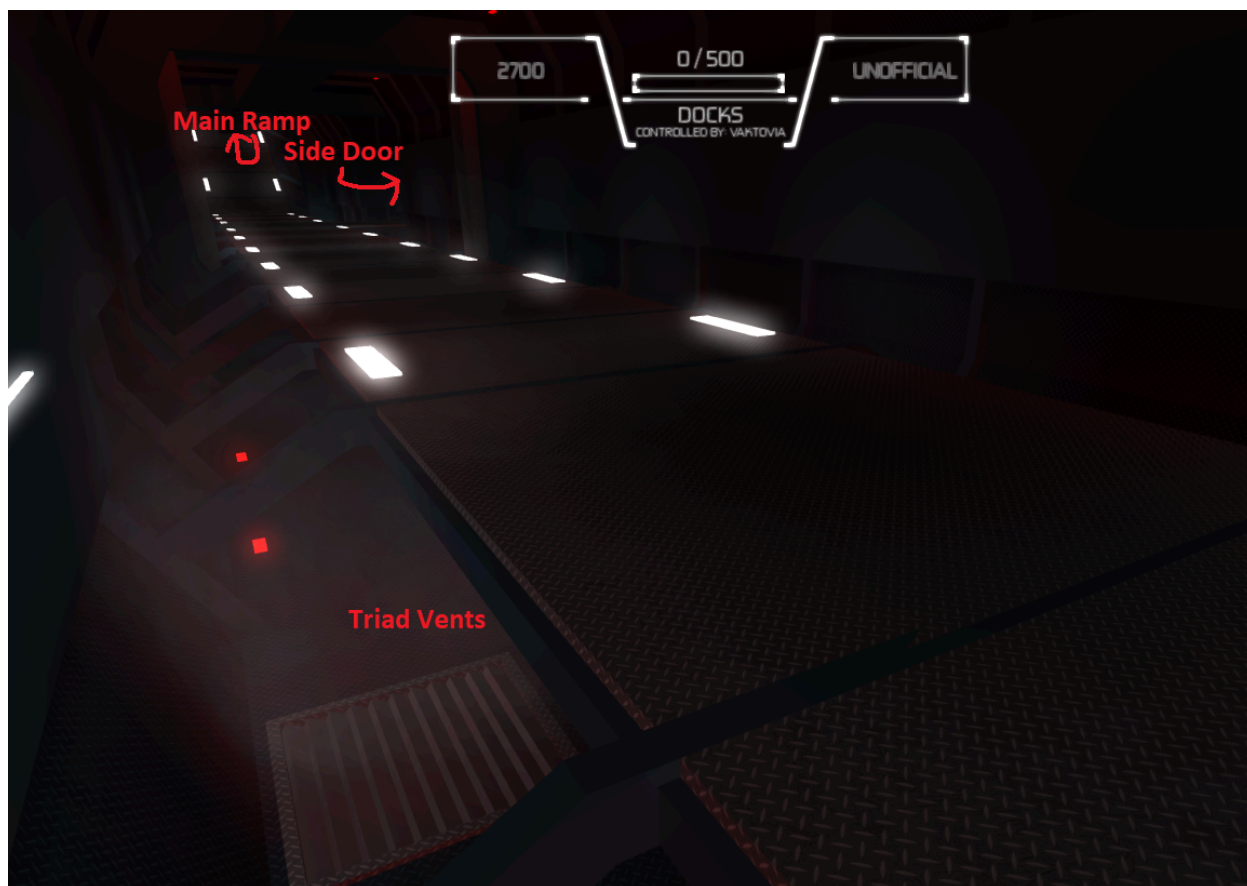
Side door is one of the most important parts of the map. This is the most commonplace area for raiders to push. There are no good alternatives, as all but the “monkey business” ways of getting into base go through side door or courtyard entrance. Raiders can flank from courtyard (banner or gate vents), courtyard vents, triad vents or top main. The loss of this hold generally results in the raiders to get a deathhold, making this hold trivial to a defender win.



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Triad



Triad vents are named as such because they lead to three areas -- old, new and main vents. The triad drop is frequently watched by a raider ST (shocktrooper) if they own the reactor. Triad is essential for defenders to break any deathhold, and is a common starting place for any defender pushes onto Reactor.



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Top Main



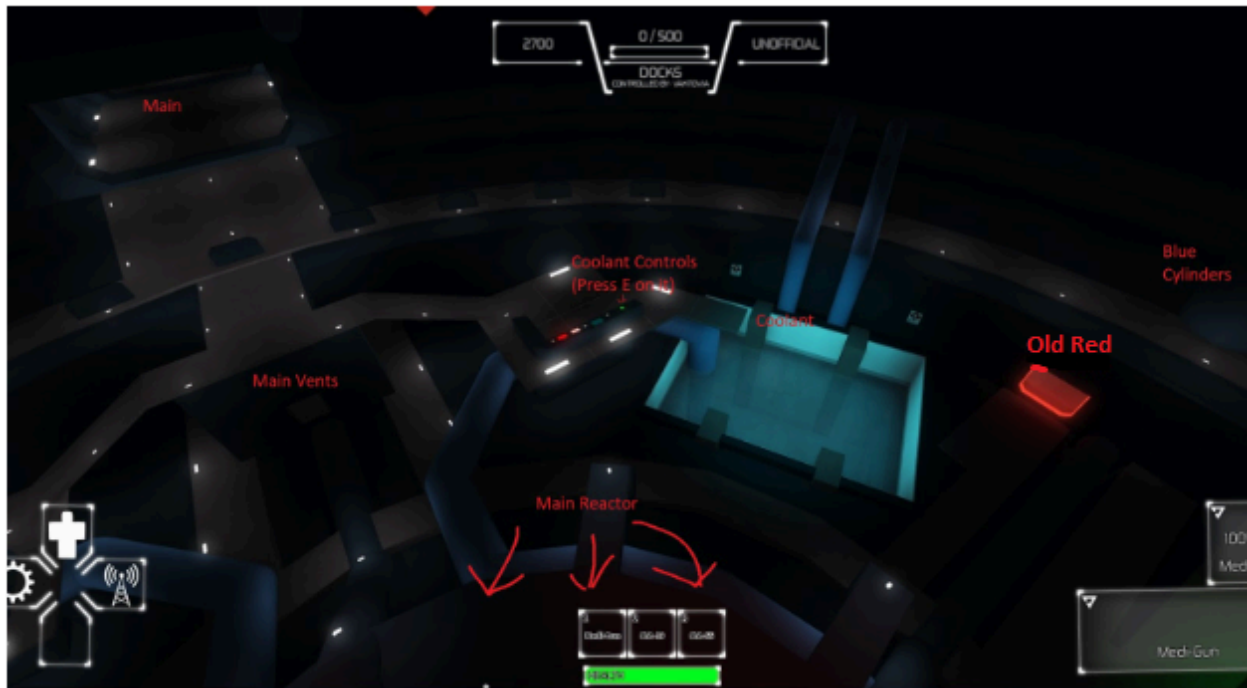
Top main is a position of relative importance due to callouts and the “monkey business”. With “monkey business”, two or more raiders can get onto top main by doing a small obby on the reactor side wall. This stresses the importance of having a defender with a microphone calling out a push from teleporter to T-JUNC, and keeping them there so they don’t use monkey business.



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Reactor Room



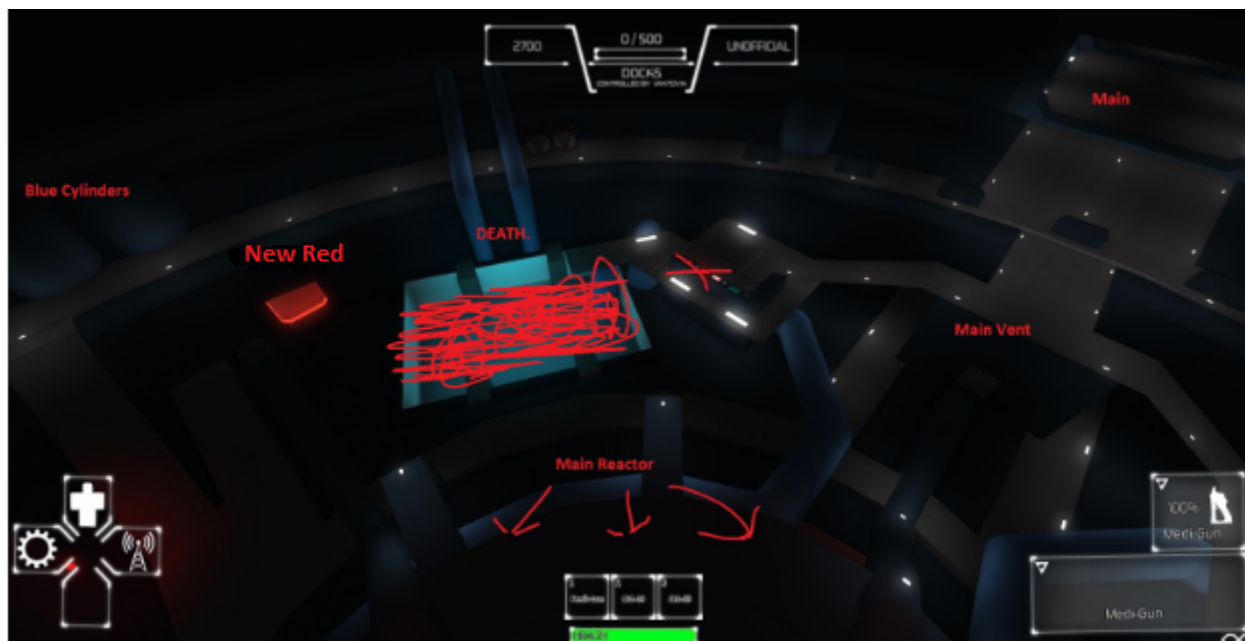
This is the most popular hold for raiders, hardly broken if not done right. Main/mid reactor is where most of the raider team would be positioned,



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Left side Reactor



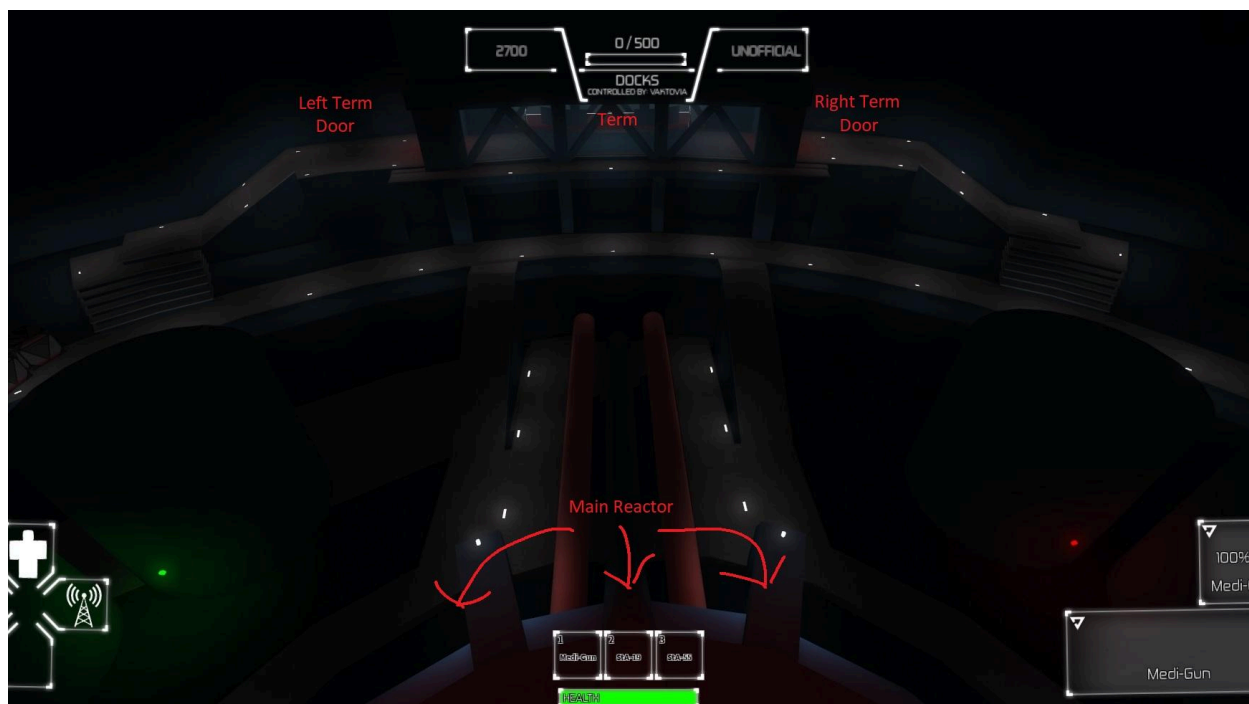
Left (new) side reactor is nearly mirrored to the right (old) side other than the coolant, which is unable to be opened. This side also houses the New Red vents.



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Back Reactor



Back reactor houses the actual terminal room, which is only enterable through the left and right term door, as well as coolant vents.